

AMENDMENTS TO THE CLAIMS

The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

✓ 1. (Currently Amended) In a system including a server having a store, the store accessible by one or more clients, wherein the one or more clients accesses items ~~to~~ from the store using a plurality of different protocols, a method for implementing application logic events ~~in the store when the one or more clients accesses items in the~~ to manipulate items in the store, the method comprising the acts of:

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registering ~~an event object~~ application logic with the store events that abstract the plurality of different protocols from the application logic such that client communication using any of the plurality of different protocols can cause the application logic to execute, wherein one or more events conditions of the that are to cause execution of the event application logic are defined;

detecting ~~when a client accesses an item~~ the occurrence of one of the defined events, the defined event occurring as a result of client communication using one of the plurality of different protocols within the store, wherein the conditions of the event are satisfied by the access; and

~~firing-executing the event~~ the registered application logic to manipulate an item in the store in response to the occurrence of the defined event, wherein the event object is called by the event.

✓ 2. (Currently Amended) A method as defined in claim 1, wherein the act of registering ~~an event object~~ application logic ~~further comprises the act of registering the event object~~ application logic with store events that abstract the plurality of different protocols from the application logic and that are related to at least one folder within the store.

✓ 3. (Currently Amended) A method as defined in claim 1, wherein the defined event is one or more of, saving ~~the~~ an item, deleting ~~the~~ an item, copying ~~the~~ an item, moving ~~the~~ an item, modifying ~~the~~ an item, starting a mail database, stopping a mail database, and an expiration of a timer.

✓ 4. (Currently Amended) A method as defined in claim 1, wherein the act of detecting the occurrence of one of the defined events ~~when a client accesses the item within the store~~ further comprises the act of detecting when ~~the~~ a client performs one of:

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the act of saving the item within the store;
the act of deleting the item within the store;
the act of copying the item within the store;
the act of moving the item within the store; and
the act of modifying the item within the store.

✓ 5. (Currently Amended) A method as defined in claim 1, wherein the defined event is a synchronous event.

✓ 6. (Currently Amended) A method as defined in claim 5, further comprising the act of calling the ~~event-object~~ registered application logic for the synchronous event before committing the item to the store.

✓ 7. (Currently Amended) A method as defined in claim 6, wherein the ~~event-object~~ registered application logic receives complete control over the item.

✓ 8. (Currently Amended) A method as defined in claim 6, further comprising the act of committing the item to the store after the registered application logic executes synchronous event-object operates.

✓ 9. (Currently Amended) A method as defined in claim 5, further comprising the acts of aborting the ~~event-object~~ registered application logic and failing to commit the item to the store.

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✓ 10. (Currently Amended) A method as defined in claim 1, wherein the act of detecting the occurrence of one of the defined events ~~registering the event object further~~ comprises ~~the act of saving the item to the store~~ receiving client communication in accordance with one of the plurality of protocols abstracted by the store events.

✓ 11. (Currently Amended) A method as defined in claim 1, wherein the act of executing the registered application logic ~~firing the event further~~ comprises the act of committing the item to the store after the event object executes.

✓ 12. (Currently Amended) A method as defined in claim 1, further comprising the act of calling a second ~~event object~~ application logic, wherein the second ~~event object~~ application logic has a lower priority than the ~~first event object~~ application logic, and wherein an event source passes the item to the second ~~event object~~ application logic.

✓ 13. (Currently Amended) A method as defined in claim 1, wherein the defined event is an asynchronous event.

14. (Currently Amended) A method as defined in claim 13, wherein the application logic ~~event object~~ is an asynchronous event object, and wherein the asynchronous event object is called after the item is committed to the store.

✓ 15. (Currently Amended) In a system including a server having a store, the store accessible by one or more clients that communicate with the store using a plurality of different protocols, a method for committing an item to the store, the method comprising the acts of:

a client accessing the item within the store in accordance with one of the plurality of different protocols by a client;

CP firing an event for the item in response to the client access, the event being fired from store events that abstract the plurality of different protocols such that client communication using any of the plurality of different protocols can cause an event object to be called;

calling an event object, wherein the event object is registered for the event;
providing the event object with control of the item; and
committing the item to the store after the event object executes.

✓ 16. (Currently Amended) A method as defined in claim 15, wherein the fired event is one or more of, saving the item, deleting the item, copying the item, moving the item, modifying the item, starting a mail database, stopping a mail database, and an expiration of a timer within the store.

✓ 17. (Original) A method as defined in claim 15, wherein the act of accessing the item within the store further comprises the client performing at least one of:

the act of saving the item within the store;
the act of deleting the item within the store;
the act of copying the item within the store;
the act of moving the item within the store; and
the act of modifying the item within the store.

✓ 18. (Original) A method as defined in claim 15, further comprising the act of registering the event object with the event ~~within the store~~.

- ✓ 19. (Original) A method as defined in claim 18, further comprising the act of registering the event object with a store event related to one or more folders within the store.
- ✓ 20. (Original) A method as defined in claim 15, wherein the act of providing the event object with control of the item further comprises the act of passing the item to the event object.
- ✓ 21. (Original) A method as defined in claim 15, wherein the act of providing the event object with control of the item further comprises the act of passing a pointer to the item to the event object.
- ✓ 22. (Original) A method as defined in claim 15, wherein the event is a synchronous event and wherein the event object is a synchronous event object.
- ✓ 23. (Original) A method as defined in claim 22, further comprising the act of suspending the act of committing of the item to the store until after the synchronous event object executes.
- ✓ 24. (Original) A method as defined in claim 22, further comprising the act of the event object aborting the act of committing the item to the store.
- ✓ 25. (Original) A method as defined in claim 15, wherein the event is an asynchronous event and the event object is an asynchronous event object.
- ✓ 26. (Original) A method as defined in claim 25, wherein the asynchronous event is called after the item is committed to the store.

✓ 27. (Currently Amended) In a system including a server having a store, wherein one or more clients have access to the store using a plurality of different protocols, a method of executing application logic upon client access of an item within the store ~~by a client~~, the method comprising the steps for:

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a registering the application logic with one or more ~~at least a portion of the store for~~
~~an~~ events that abstract the plurality of different protocols from the application logic such
that client communication using any of the plurality of different protocols can cause the
application logic to execute;

firing the an event that the application logic registered with ~~when~~ in response to
the client accesses to the item in ~~the portion of the store;~~

if the fired event is a synchronous event, then

suspending the client access ~~of to~~ the item ~~by the client;~~

providing complete control of the item to the application logic, wherein
the application logic executes; and

if the application logic does not abort, resuming ~~the client~~ access ~~of of~~ to
the item ~~by the client~~ and committing the item to the store.

if the fired event is an asynchronous event, then

committing the item to the store; and

calling the application logic, wherein the application logic does not have
complete control of the item.

✓ 28. (Currently Amended) A method as defined in claim 27, wherein the fired event is
one or more of, saving the item, deleting the item, copying the item, moving the item, modifying
the item, starting a mail database, stopping a mail database, and an expiration of a timer within
the store.

✓ 29. (Currently Amended) A method as defined in claim 27, wherein the step of firing the event ~~when the client accesses an item further~~ comprises at least one of the steps for:

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- saving the item within the store by the client;
 - deleting the item within the store by the client;
 - copying the item within the store by the client;
 - moving the item within the store by the client; and
 - modifying the item within the store by the client.

✓ 30. (Original) A method as defined in claim 27, wherein the step of registering further comprises the step for registering the application logic with one or more store events that abstract the plurality of different protocols from the application logic with and are related to at least one folder of the store.

✓ 31. (Original) A method as defined in claim 27, wherein the step of providing complete control of the item to the application logic further comprises the steps for providing the item to the application logic and committing the item to the store after the application logic operates on the item.

✓ 32. (Original) A method as defined in claim 27, wherein the step for firing the event does not require the client to be connected with the server.

33. (Currently Amended) In a system including a server having a store, the store accessible by one or more clients over one or more networks using a plurality of different protocols, a computer program product for implementing a method for executing application logic firing an event when a client accesses to manipulate items in the store, the computer program product comprising:

a computer-readable medium carrying executable instructions for performing the method, wherein the method includes the acts of:

registering an event object application logic with the store events that abstract the plurality of different protocols from the application logic such that client communication using any of the plurality of different protocols can cause the application logic to execute, wherein one or more events that re to cause execution of the application logic are defined conditions of the event are defined by registration;

detecting the occurrence of one of the defined events, the defined event occurring as a result of client communication using one of the plurality of different protocols accessing an item within the store by a client, wherein the conditions of the event are satisfied by the access; and

executing firing the application logic to manipulate an item in the store in response to the occurrence of the defined event, wherein the event object is called by the event.

34. (Currently Amended) A computer program product as defined in claim 33, wherein the act of registering an event object application logic further comprises the act of registering application logic the event object with store events that abstract the plurality of different protocols from the application logic and that are related to at least one folder within the store.

✓ 35. (Currently Amended) A computer program product as defined in claim 33, wherein the defined event is one or more of, saving the item, deleting the item, copying the item, moving the item, modifying the item, starting a mail database, stopping a mail database, and an expiration of a timer.

a3 ✓ 36. (Currently Amended) A computer program product as defined in claim 33, wherein the defined event is a synchronous event, and wherein the act of calling ~~the event object~~ application logic registered for the synchronous event occurs before committing the item to the store.

✓ 37. (Currently Amended) A computer program product as defined in claim 33, wherein the application logic ~~event object~~ receives complete control over the item.

✓ 38. (Original) A computer program product as defined in claim 33, further comprising the act of committing the item to the store.

✓ 39. (New) A method as defined in claim 1, wherein the act of executing the registered application logic to manipulate an item in the store comprises an act of executing registered application logic to performing one or more of classifying a message as a junk message, deleting a bulk message, directing a message to a particular folder, scanning a document for key words, and indexing a document.

✓ 40. (New) A method as defined in claim 1, wherein the act of registering application logic with store events that abstract the plurality of different protocols from the application logic comprises an act of registering application logic with store events that abstract at least two of HTTP, MAPI, SMTP, WIN 32, and a file system protocol, from the application logic.
